

$$\frac{L^2}{T} \stackrel{?}{=} D = \frac{k T}{\gamma a b \pi}$$

↙ ↘

$\underbrace{\qquad}_{\text{goal}}$

Random Walkers:

3 Rules:

1. Each walker steps R or L at each time interval, T .

- Step size is fixed by the particle's velocity, v :

$$\delta = v T$$

2. Probability that a walker goes R is $1/2$
" L is $1/2$.

3. Particles don't interact or collide.

Now, will look at an ensemble of N walkers:

Let $x_i(n)$ be the i 'th particle's position after n steps.

By our rules, we can write down i's position as a function of position at $n-1$ step:

$$x_i(n) = \underbrace{x_i(n-1) \pm \delta}_{}$$

Considering the ensemble we can calculate the mean displacement after n steps:

$$\begin{aligned} \langle x(n) \rangle &= \frac{1}{N} \sum_{i=1}^N x_i(n) = \frac{1}{N} \sum_{i=1}^N [x_i(n-1) \pm \delta] \\ &= \frac{1}{N} \sum_{i=1}^N x_i(n-1) = \langle x_i(n-1) \rangle \end{aligned}$$

The mean position doesn't change.

Intuitively, though, we expect the particles to disperse.

Here, we'll average the square displacement. (Always > 0).

$$\underline{x_i(n)}^2 = x_i(n-1)^2 + 2\delta x_i(n-1) + \delta^2.$$

$$\underline{\langle x^2(n) \rangle} = \frac{1}{N} \sum_{i=1}^N x_i^2(n) = \frac{1}{N} \sum_{i=1}^N [x_i^2(n-1) + \underbrace{2\delta x_i(n-1) + \delta^2}_0]$$

$$= \langle x^2(n-1) \rangle + \delta^2$$

$$\langle x^2(0) \rangle = 0, \quad \langle x^2(1) \rangle = \delta^2, \quad \langle x^2(2) \rangle = 2\delta^2$$

$$\dots \langle x^2(n) \rangle = n\delta^2$$

n steps corresponds to time $t = n\tau$

$$\Rightarrow n = \frac{t}{\tau} \stackrel{\circ}{=} \frac{L^2}{\tau}$$

$$\langle x^2(t) \rangle = \frac{t}{\tau} \delta^2 = \left(\frac{\delta^2}{\tau}\right) t.$$

↑ D

$$\text{In fact, } D = \frac{\delta^2}{2\tau} \Rightarrow \langle x^2(t) \rangle = 2Dt.$$

In 2-D: same applies to "y-axis."

$$\Rightarrow \langle x^2(t) \rangle = 2Dt \quad \& \quad \langle y^2(t) \rangle = 2Dt$$

$$\langle r^2(t) \rangle = \langle x^2(t) + y^2(t) \rangle = \langle x^2(t) \rangle + \langle y^2(t) \rangle = 4Dt.$$